

**AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) A processor comprising:  
a replay queue to receive a plurality of instructions;  
an execution unit to execute the plurality of instructions;  
a scheduler coupled between the replay queue and the execution unit to speculatively schedule instructions for execution based on data dependencies and expected latencies of said plurality of instructions; and  
a checker coupled to the execution unit to determine whether each instruction of the plurality of instructions has executed successfully, and coupled to the replay queue to dispatch to the replay queue each instruction that has not executed successfully, and  
a counter to count a number of times an instruction has one of executed and replayed,  
wherein independent instructions and associated dependent instructions are executed if the counter is less than a predetermined value and if the counter exceeds the predetermined value the instruction is prevented from executing until data required by the instruction is available ~~are moved to the replay queue upon unsuccessful execution of an independent instruction until data required for successful execution of the independent instruction is valid.~~
2. (Original) The processor of claim 1 further comprising:  
an allocator/renamer coupled to the replay queue to allocate and rename those of a plurality of resources needed by the instruction.
3. (Original) The processor of claim 2 further comprising:  
a front end coupled to the allocator/renamer to provide the plurality of instructions to the allocator/renamer.
4. (Original) The processor of claim 2 further comprising:  
a retire unit to retire the plurality of instructions, coupled to the checker to receive those of the plurality of instructions that have executed successfully, and

coupled to the allocator/renamer to communicate a de-allocate signal to the allocator/renamer.

5. (Original) The processor of claim 4 wherein the retire unit is further coupled to the replay queue to communicate a retire signal when one of the plurality of instructions is retired such that the retired instruction and a plurality of associated data are removed from the replay queue.

6. (Original) The processor of claim 1 further comprising:  
at least one cache system on a die of the processor;  
a plurality of external memory devices; and  
a memory request controller coupled to the execution unit to obtain a plurality of data from the at least one cache system and the plurality of external memory devices and to provide the plurality of data to the execution unit.

7. (Original) The processor of claim 6 wherein the at least one cache system comprises a first level cache system and a second level cache system.

8. (Original) The processor of claim 6 wherein the external memory devices comprise at least one of a third level cache system, a main memory, and a disk memory.

9. (Original) The processor of claim 1 further comprising:  
a staging queue coupled between the checker and the scheduler.

10. (Original) The processor of claim 1 wherein the checker comprises a scoreboard to maintain a status of a plurality of resources.

11. (Currently Amended) A processor comprising:  
a replay queue to receive a plurality of instructions;  
at least two execution units to execute the plurality of instructions;  
at least two schedulers coupled between the replay queue and the execution units to schedule instructions for execution based on data dependencies and instruction latencies; and

a counter to count a number of times an instruction has one of executed and replayed, and

a checker coupled to the execution units to determine whether each instruction has executed successfully, and coupled to the replay queue to communicate each instruction that has not executed successfully,  
wherein independent instructions and associated dependent instructions are executed if the counter is less than a predetermined value and if the counter exceeds the predetermined value the instruction is prevented from executing until data required by the instruction is available ~~are moved to the replay queue upon unsuccessful execution of an independent instruction until data required for successful execution of the independent instruction is valid.~~

12. (Original) The processor of claim 11 further comprising:  
a plurality of memory devices coupled to the execution units such that the checker determines whether the instruction has executed successfully based on a plurality of information provided by the memory devices.

13. (Original) The processor of claim 12 further comprising:  
an allocator/renamer coupled to the replay queue to allocate and rename those of a plurality of resources needed by the plurality of instructions.

14. (Original) The processor of claim 13 further comprising:  
a front end coupled to the allocator/renamer to provide the plurality of instructions to the allocator/renamer.

15. (Original) The processor of claim 13 further comprising:

a retire unit to retire the plurality of instructions, coupled to the checker to receive those of the plurality of instructions that have executed successfully, and coupled to the allocator/renamer to communicate a de-allocate signal to the allocator/renamer.

16. (Original) The processor of claim 15 wherein the retire unit is further coupled to the replay queue to communicate a retire signal when one of the plurality of instructions is retired such that the retired instruction and a plurality of associated data are removed from the replay queue.

17. (Currently Amended) A method comprising:  
 receiving an instruction of a plurality of instructions;  
 placing the instruction in a queue with other instructions of the plurality of instructions;  
 speculatively re-ordering those of the plurality of instructions in a scheduler based on data dependencies and instruction latencies;  
 dispatching one of the plurality of instructions to an execution unit to be executed;  
 executing the instruction;  
 determining whether the instruction executed successfully;  
 routing the instruction and all associated dependent instructions back to the queue if the instruction did not execute successfully; ~~and~~  
 retiring the instruction if the instruction executed successfully and allowing the instruction's associated dependent instructions to execute, and  
counting a number of times an instruction has one of executed and replayed,  
 wherein the instruction and associated dependent instructions are executed if the number of times the instruction has one of executed and replayed is less than a predetermined value and if the number of times the instruction has one of executed and replayed exceeds the predetermined value the instruction is prevented from executing until data required by the instruction is available ~~routed to the queue until data required for successful execution of the instruction is valid.~~

18. (Original) The method of Claim 17 further comprising:  
allocating those of a plurality of system resources needed by the instruction.
19. (Original) The method of Claim 18 wherein retiring comprises:  
de-allocating those of the plurality of system resources used by the instruction  
being retired;  
removing the instruction and a plurality of related data from the queue.